Stellenangebot vom 04.10.2024

Senior Game Programmer (f/m/d)

Fachrichtung:	Programmer: Game Developer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	76137 Karlsruhe / Ettlingen
Land:	Deutschland

Firmendaten

ITERATION ONE

Firma:	**Iteration One GmbH**
Straße & Hausnummer:	Augartenstr. 1
PLZ / Ort:	76137 Karlsruhe

Ansprechpartner

Name:	Sebastian Knopp
Position:	Co-Founder
Straße & Hausnummer:	Augartenstr. 1
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Job-Beschreibung

About Us

Welcome to the world of Iteration One. Great to have you here!

We are an independent studio and publisher of free-to-play mobile games. Our successful idle games are built in an iterative process by our team of experts.

Founded in 2022, we're a small yet powerful team of experts, dedicated to mastering the art of crafting successful idle games through innovation, iteration, and excellence in every step of the process.

Our current flagship game, Nightclub Tycoon, is a lighthearted idle tycoon game available

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QUINKE NETWORKS

Quinke Networks GmbH
Bei den Mühren 70
D-20457 Hamburg

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on iOS and Android, set in a friendly and witty nightlife setting.

At Iteration One, iteration is more than just a word—it's the heart of our approach. Passionate about the process of creating exceptional games? Maybe we should talk!

Your job opportunity:

Senior Game Programmer (f/m/d)
Hybrid (2 days / week remote) | Full-Time | Karlsruhe, Germany

We are seeking an experienced Game Programmer to play a key role in bringing features to life, from pre-production through to production and beyond. As part of the multidisciplinary feature team, you will tackle a wide range of tasks, from coding and pushing creative boundaries to supporting other developers and enhancing the player experience through your programming skills.

Responsibilities

- Engage in all areas of game development, working closely with your team to ensure clear communication about development progress and feedback.

- Write and optimize code to create efficient and reusable systems and components.

- Focus on testability by implementing and assessing it in both the code you produce and the features you develop.

- Uphold coding standards and actively improve them by identifying better approaches and suggesting enhancements.

- Ensure your work is easy for other developers to understand, aiming for simple, effective solutions rather than complex ones.

- Maintain and improve documentation to provide clear information for other developers, supporting a culture of transparency.

- Continuously develop your skills, contributing to personal growth and enhancing the team's overall performance.

Requirements

- Great deal of knowledge on various game technology areas and hands-on experience working with a live game

- Strong professional background in writing C# within the context of Unity.

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- Collaborative skills to work effectively across different disciplines, such as Design, Production, and Art.

- Ability to write clear and understandable code, with a knack for providing additional information and documenting features and code when needed.

- Ability to provide feasible project timeline estimates and consistently meet deadlines.

- Creative problem-solving skills combined with an analytical mindset.

- Understanding of developing for mobile platforms like Android and iOS, including platform limitations, interaction methods, and the dynamic nature of technology.

In addition to these, it would be nice but not mandatory for you to have these as well:

- Deep knowledge of a fundamental Unity pipeline or tool, such as Asset management, UI, or Networking

- Familiarity with reactive programming e.g. UniRx

- Proven ability to identify and resolve memory-related issues to enhance game performance

What We Offer

- Workplace where we aim high, without taking ourselves too seriously

- Autonomy and accountability with support to foster professional development

- A collaborative environment that encourages sharing ideas and innovation.

- Great opportunities to grow with the company

- Flexible hybrid workplace where people enjoy working at the office

Basics

- Location: Karlsruhe (Ettlingen), Germany

- Relocation: Relocation to Karlsruhe (Germany) is expected after the trial period

- Work model: Mix of office and remote work

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Sounds about right?
Then just apply here!

Tell us what drives you!
We want to know what fuels your passion for gaming and what epic goals you're chasing.

And don't just tell us - show us!
Add your portfolio or share your best work. We're excited to see what you bring on the table!

Wrap it all up and send it to:
hello@iterationone.com